N.Y. CAPTOR

A mysterious gang suddenly appeared in New York City out of
nowhere and was terrorizing the innocent people. There have
been already too many victims and they selected one man (the
player) as the last man in order to eliminate the rest.

This is an exciting game in which the player shoots the
mysterious gang with a pistol from distance.

PLAY INSTRUCTION

* Game starts automatically when a coin is inserted.

* The structures of scenes are as follows:

  1. Training Stage - There are 5 shots. Practice shooting to
     adjust the sight.

  2. Stage 1 - Shoot at the enemy's in their hide-out.

  3. Stage 2 - Shoot the enemies who had escaped from their
     hide-out.

  4. Stage 3 - Shoot the enemies occupying a downtown building.

  5. Stage 4 - Bonus Frame. Shoot bottles, cans, etc. within
     the time limit.

* On stages 1 to 3, each stage is cleared when the boss is down.

* Shoot the enemy before they start shooting at you.

* When shot by the enemy, the player suffers damage. When damage
  points amount to 10, one player is lost.

* The player suffers damage when:

  - The player is shot by the enemy (Damage Point(s) 1 to 5)

  - The player is blown up by a dynamite (Damage Points 3)

  - The player shoots a woman or child by mistake (Damage Points 3)

* Damage can be reduced by:

  - Shooting a crow (recovers 3 points)

  - Shooting the boy status 32 times (recovers 1 point)

  - Shooting a drum 32 times (recovers 1 point)

  - Saving a hostage (recovers 3 points)

  - Shooting a balloon (recovers 1 point)